

PHILIPS **VIDEOPAC** 



CLAY PIGEON

Tir aux pigeons



Instructions for use

The encircled figures in the text refer to the illustrations on the back cover.


When you use a Videogame computer with built-in black and white monitor you should set the contrast control at position 7.

CLAY PIGEON

An action game for one or more persons.

This time we take you out into the countryside to do some clay pigeon shooting. A fascinating sport that requires a keen eye and good reflexes as you will soon discover. Specially since this cartridge has a few surprises in store for you !

First press  RESET

Next press 

- 1 There's your marksman, his double barrel gun loaded and ready for action, waiting for the first clay pigeon to be launched.
- 2 The actual launcher is hidden behind a small structure to keep it from being hit accidentally.
- 3 During each round 10 clay pigeons are launched. The counter tells you how many more there are to be expected during the current round.

- 4 The computer keeps track of the number of hits you have scored.

Shooting

To shoot you have to take aim first. You can aim the gun with the Joystick of the left hand control.

- To raise the gun, push the Joystick forward.
- To aim lower, pull the joystick towards you.
- 5 Press the action button to fire. Press very briefly to fire one shot only, keep the button down to fire both barrels in rapid succession.

Reloading

After firing two shots you will have to reload. You may also reload After firing only one shot of course, if you like.

To reload the gun, move it all the way down until it « breaks ». When it closes again, automatically it is reloaded and ready for action.

Unexpected hazards

If you expect to do some quiet shooting, you are mistaken ! You will be confronted with a few rather unexpected hazards:

Ducks !

- 6 While you are concentrating on the next clay pigeon to be launched, a flight of ducks may suddenly come over. That's a nuisance of course. What makes it worse yet is that those ducks make it a habit to drop their excrements exactly where your man is standing ! You may try and shoot them down and the officials will even allow points for that. You have to keep in mind however that you only have two shells available !

When the marksman is hit by one of those droppings, he is visibly upset to the point where he is incapable to fire a Well-aimed shot for a short while at least !

You may also try and evade the droppings ...

A stumbling block

- 7 Right in front of your marksman you see a grey piece of rock. Be careful when you want to move him past that spot. when he is still looking up (when his gun is in upward

position), he will stumble over the block and fall. So you first have to move his gun in neutral, horizontal position.

You move the marksman with the joystick, both forward and backward. If he does fall, simply release the joystick and he will stand up again. You do lose valuable time however and expose yourself to danger!

The big black bird !

9 Beware of the big black bird ! When it comes, you will hear a high pitched warning sound ! It's vicious and will attack the marksman and carry him off when it gets a chance. You may try and escape by running away when the bird makes its dive. You can also try and shoot it down, which means that you will score 25 points ! Make sure however that you have both barrels loaded and make both shots count ! One shot is not enough to bring it down, on the contrary, it will make the bird mad and it will attack you. It takes two shots to kill the bird.

The clay pigeons

After some practice and without interference from flying ducks etc., you will find that it isn't all that difficult to hit those clay pigeons, even though it does

take some experience. You have to watch out however because they make it a habit to land on the very spot where your marksman is standing. If he gets hit, you can see that it hurts and he is in fact unable to aim properly for a while !

Instinctively however he has reloaded his gun again. Which means that he is ready to immediately resume action as soon as he calms down again.

Scoring points

- 10 points for every clay pigeon you hit.
- 10 points for every duck you hit.
- 25 points when you bring down one of those big black birds !

Bonus rounds

You obviously have to try and score as many points as you can by hitting clay pigeons, ducks and possibly some of those big black birds too. The time however is limited. When the 10th bird has been launched, the round is over unless you have managed to hit at least 8 of the 10 clay pigeons. In that case you get another bonus round !

The end of a game

10 Each game ends by the marksman being grabbed and carried off by the big black bird. This may happen anytime when the bird attacks. If you manage to evade him or, better yet, shoot him down, the big black bird will appear again when your marksman is defenseless.

When he fails to score eight hits within one round he exposes himself as a rather poor sportsman and throws his gun on the ground and kicks it violently ... That's when the bird comes in again !

Next game

The next round will start almost immediately. When playing against someone else, hand the hand control to him or her.

11 The highest score in a series will be registered automatically by the computer. You can key in the name of the high scoring player (maximum 6 characters). Press the SPACE key to remove remaining question marks. The name will stay there until it has been surpassed.

Have fun and good shooting !



RELEASED IN 2001

The manual is adapted from an original prototype manual supplied by Marco Kerstens.
The game was dumped from an eprom prototype found in Eindhoven and supplied by Marco Kerstens.
The artwork was ripped from the brazilian release of Clay Pigeon and was adapted to the Videopac + standard by Nicolas Sapin.